CHANNEL F™

FAIRCHILD ENTERTAINMENT COMPUTER

VIDEOCART™-21 BOWLING

TO PLAY: PRESS RESET.
Then when "G?" appears, press button:
1—one player, Reg. game
2—two player, Reg. game
3—one player, Split game
4—two player, Split game

Hand Controller Action

- Push forward—release ball
- Push left—ball curves left
- Push right—ball curves right
- Push down—play another game

Bowling & splits are scored as in regular bowling.

ENCODED PROGRAM © FAIRCHILD 1978

FAIRCHILD

----------------------------[VIDEOCART 21: BOWLING]-----------------------
---------------------------------[by Ice Queen Zero]--------------------------
-----------------------------------[Channel F]--------------------------------
----

o---------------------o
      INTRODUCTION
o---------------------o

It's a great day at the bowling alley. You step to the line to knock out all of the ten pins that are standing up. While this game may have been something that was worth buying in the 1970s like most small games were but today that game is too small to qualify for a retail game. Maybe it would sell as a PSP Mini.

o---------------------o
       DISCLAIMER
o---------------------o

Videocart 21: Bowling and its characters are trademarks of Fairchild and all copyrights belong to them.

This FAQ is the sole copyright of Andrea "Azul Fria" Castillo aka Ice Queen Zero and cannot be put on other sites or posted without my given permission nor can it be reproduced without proper consent.

For my other guides: http://www.gamefaqs.com/features/recognition/74803.html

o---------------------o
        CONTROLS
o---------------------o

Controls work with both the console and MESS emulator as this game only uses cardinal directions with the exception of the choosing 1 or 2 player game.

G1 - 1-player
G2 - 2-player
G3 - 1-player trick shot
G4 - 2-player trick shot

S1 - slow
S2 - medium
S3 - fast
S4 - extreme

Up - throw ball
Left/Right - control the trajectory of the balls flight.

o---------------------o
        GAMEPLAY
o---------------------o

-The ball will automatically move back and forth, left and right. Your goal is to fire the ball at the pins at the right moment.

-Use Left/Right to control the trajectory of the ball after it is thrown.

-There are 10 frames to play. Knock all of the pins in the single frame to get a strike. If it takes two tries, it is ruled a spare. You get 1 point per pin

if you get neither spare nor strike.

-Strikes are worth 10 points + the score for the next 2 turns and a spare is worth 10 points + the score for the next turn. This is why the final frame has up to 3 turns to calculate the score for the spare or strike in the 10th frame and give you your final score.

-With the above being said. The maximum score is 300 which means getting twelve strikes in all twelve tries. If you manage to do that then you are a pro.

-In trick shot, instead of a 10-pin pyramid, you try to knock down all pins on the field in a distinct pattern. You still get full points for strikes and for spares.

-The best way to get a strike most of the time is to fire the ball when it is on the right side and steer it to the left before it hits the pin.

o----------o
CREDITS
o----------o

Fairchild for making the game.
GameFAQs for hosting my FAQ as well as my reviews.
The readers for reading the FAQ.
My grandpa, Jageau "Jagged O" Steile Sr. for having the actual Channel F unit.

o----------o
CONTACT ME
o----------o

My email address is here if you have any questions to ask about this FAQ or give any suggestions.

azulfria[at]hotmail[dot]com
[at] = @ and [dot] = .
Don't want any email bots.

Check out me and my sisters Youtube page at
http://www.youtube.com/user/PurrfectTrio

my facebook is facebook.com/icequeenzero

Thank you for reading

-Ice Queen Zero
Restore Page